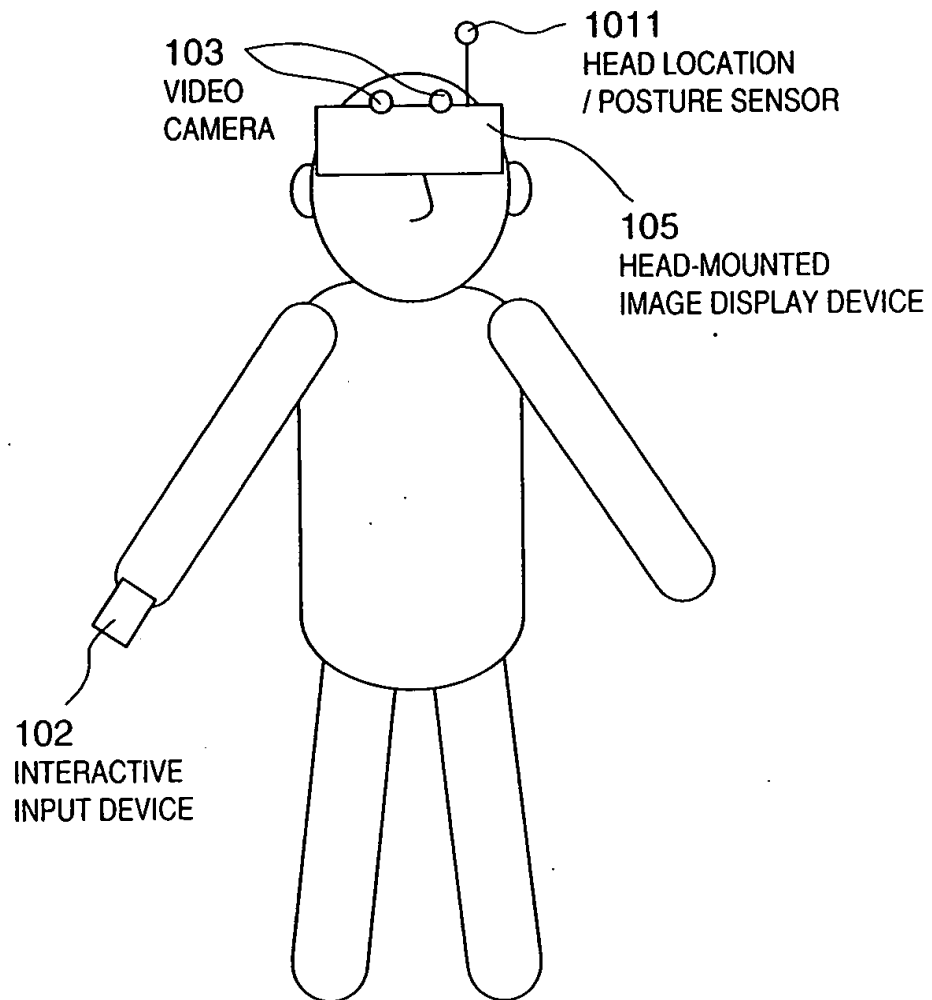


**FIG. 2**



**FIG. 3B**

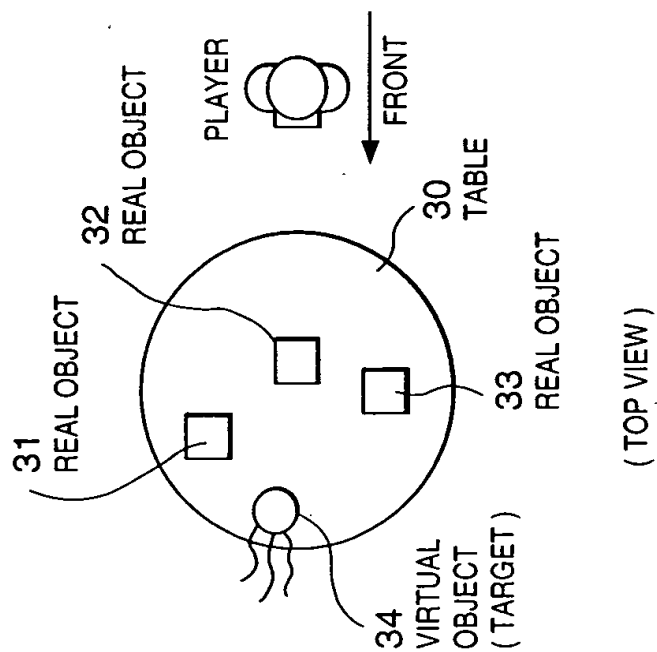
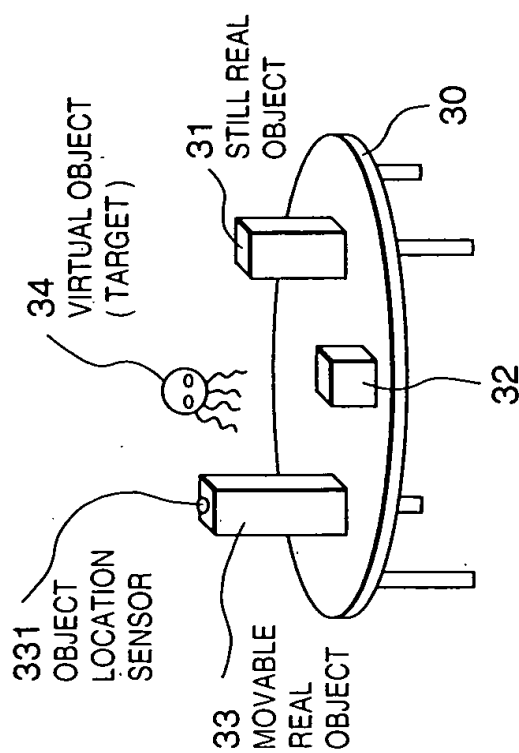


FIG. 3A



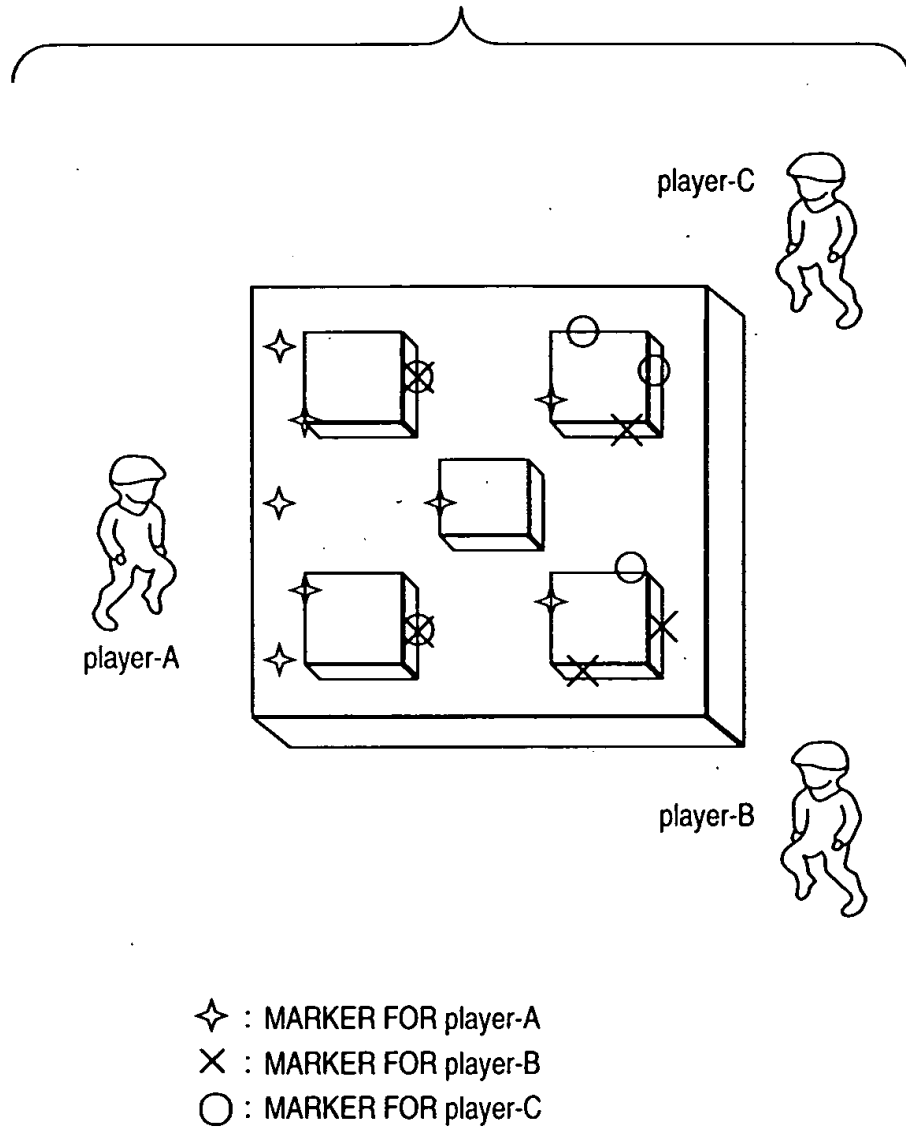
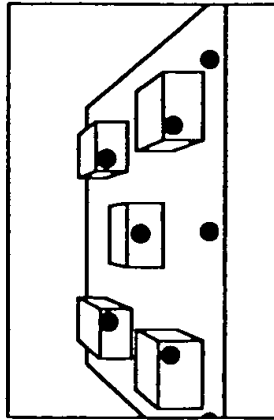
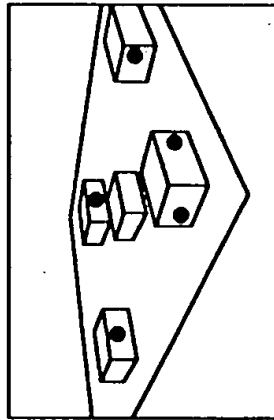
**FIG. 4**

FIG. 5A



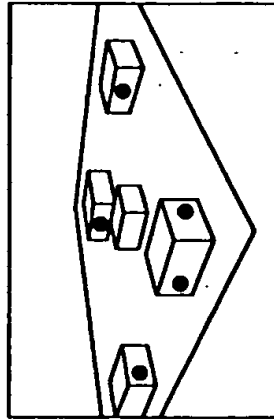
MARKERS ARE SEEN  
FROM VIEWPOINT OF player-A

**FIG. 5B**



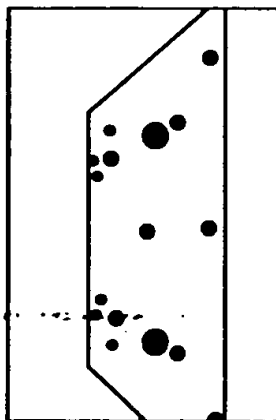
MARKERS ARE SEEN  
FROM VIEWPOINT OF player-B

FIG. 5C

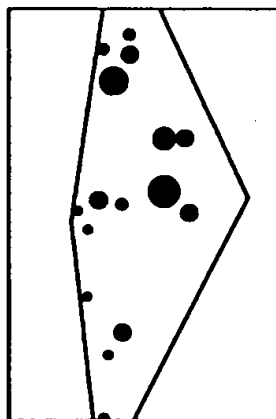


MARKERS ARE SEEN  
FROM VIEWPOINT OF player-C

FIG. 6A

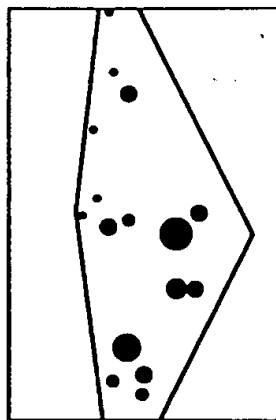


MARKERS ARE SEEN  
WHEN NO OBSTACLES ARE USED

**Fig. 6B**

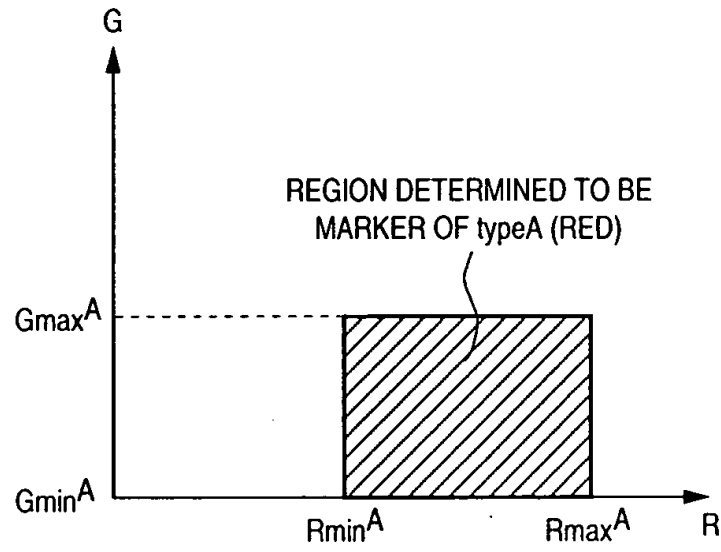
MARKERS ARE SEEN  
WHEN NO OBSTACLES ARE USED

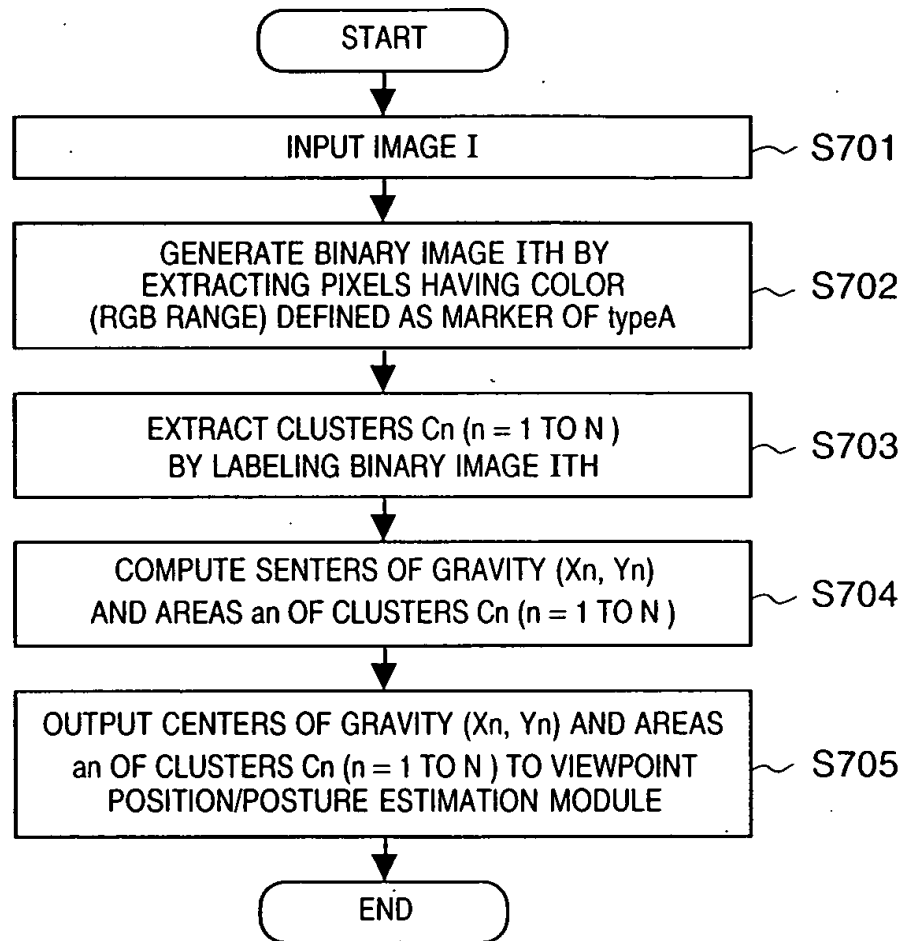
FIG. 6C



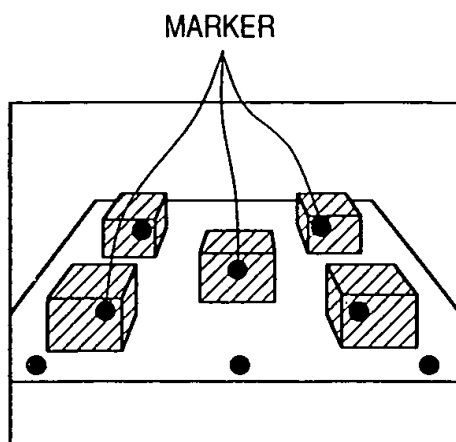
MARKERS ARE SEEN  
WHEN NO OBSTACLES ARE USED

FIG. 7

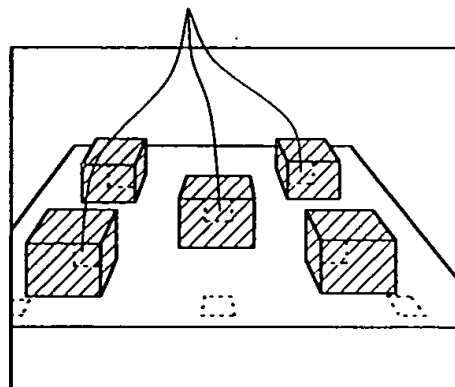
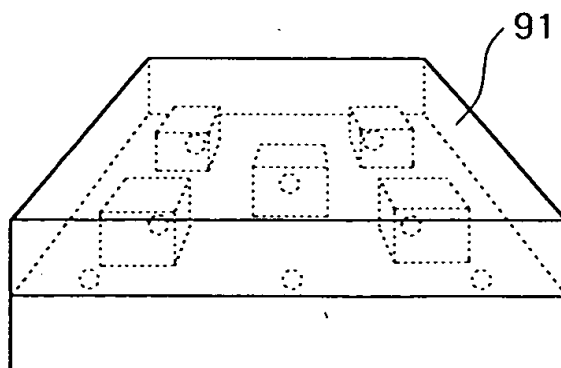


**FIG. 8**



**FIG. 9A****FIG. 9B**

VIRTUAL OBJECT (TEXTURE)  
FOR HIDING MARKER

**FIG. 9C**

**FIG. 10**